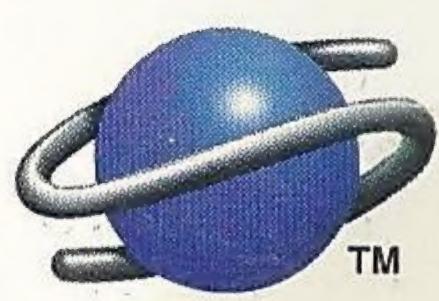


SEGA®



TM

SEGA
SATURN

SEGA
SATURN

81035

GUARDIAN HEROES

TM



WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

Visit Sega's Internet Sites at:

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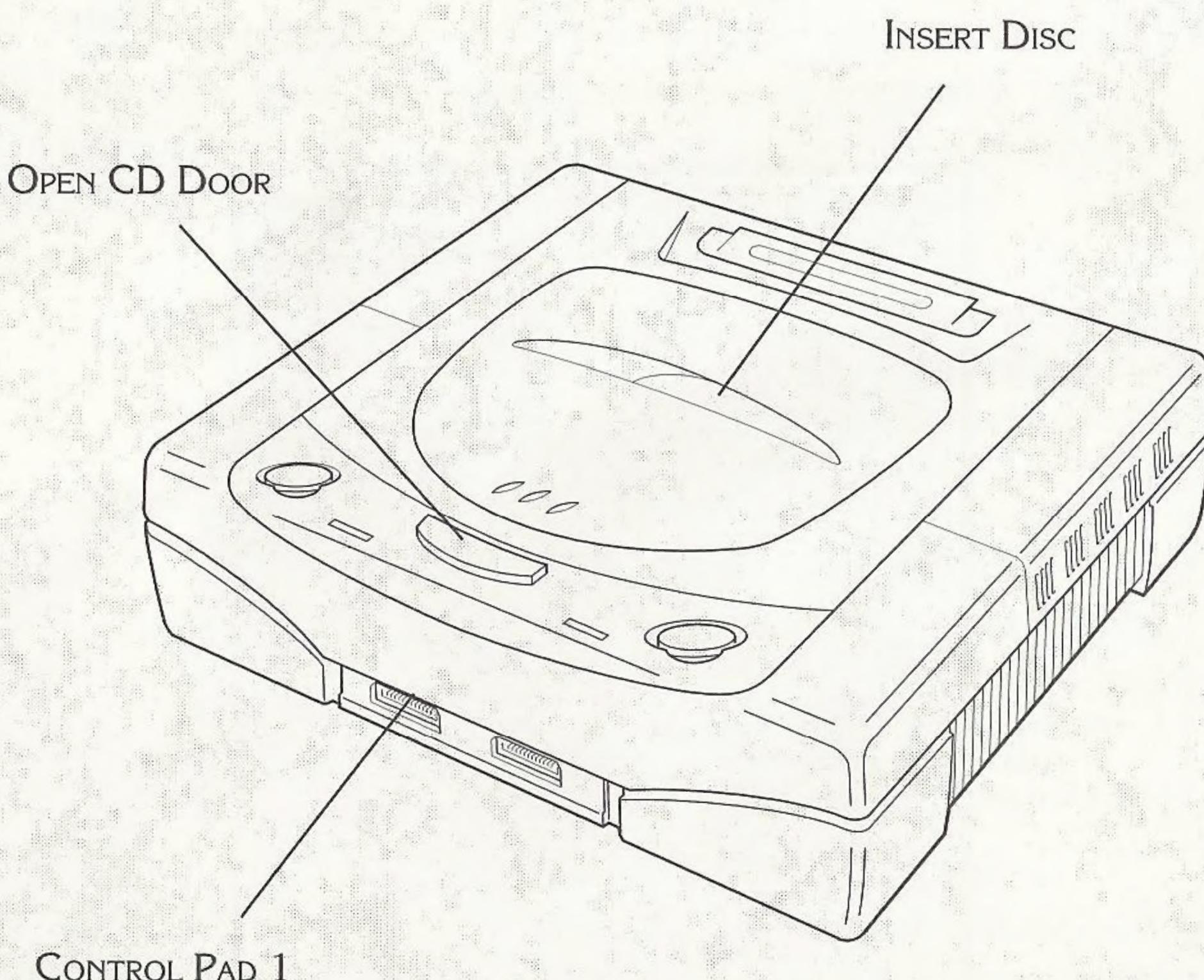
STARTING UP: USING THE SEGA SATURN

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.

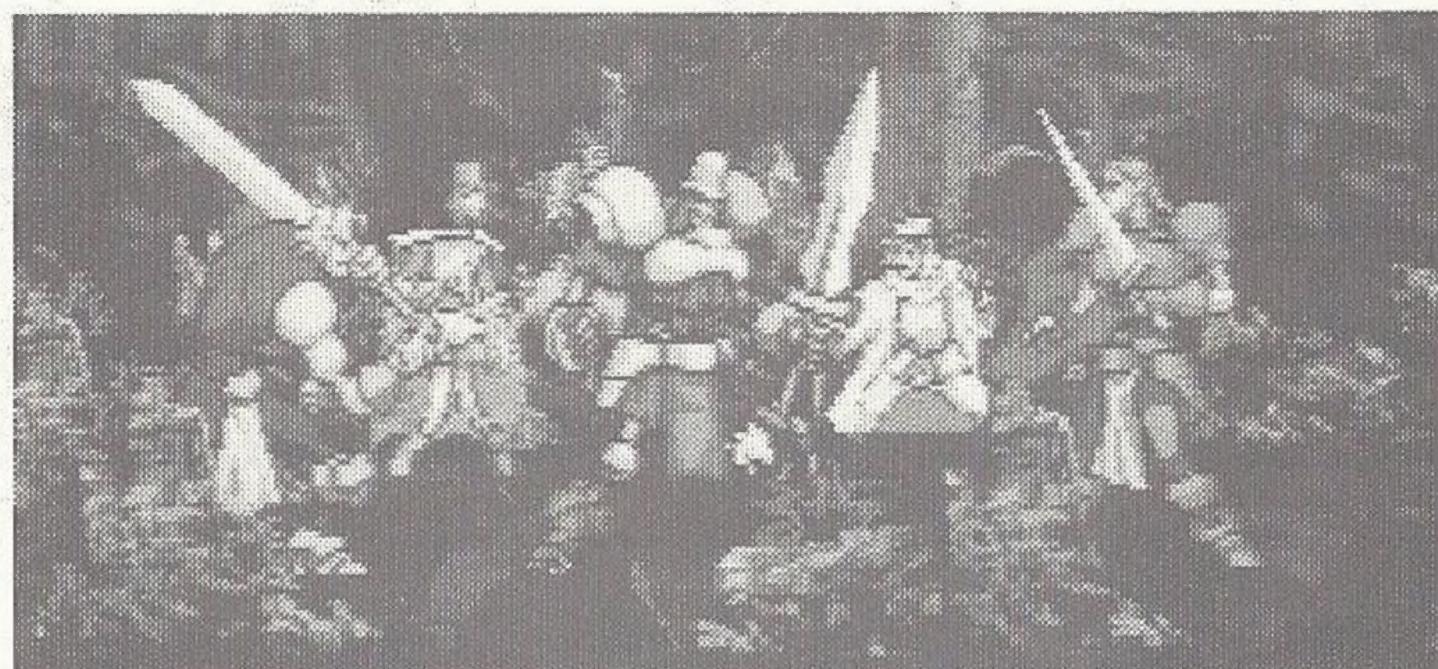
Note: *Guardian Heroes* is for one to six players.

2. Place the *Guardian Heroes* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control panel.

Important: Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



SWORD OR SORCERY?



in ancient times. One day, Han (one of the *Guardian Heroes*) is walking in the forest when he comes across a sword stuck in the rocks. Han uses his incredible strength to pull the sword out.

Taking it back to the *Guardian Heroes* headquarters, Han shows it to his friends. Could this be the legendary sword? Suddenly, a stranger bursts into the Heroes HQ. As she is warning the *Guardian Heroes* to beat a hasty retreat, the Royal Knights arrive, under orders from the King's advisor, Kanon, to find the ancient sword. What the knights don't know is that Kanon is planning to take control of the kingdom after destroying the sword.



The *Guardian Heroes* are a group of adventurers who love nothing more than excitement and adventure. They've banded together in a search for a legendary sword, the one which supposedly saved the world

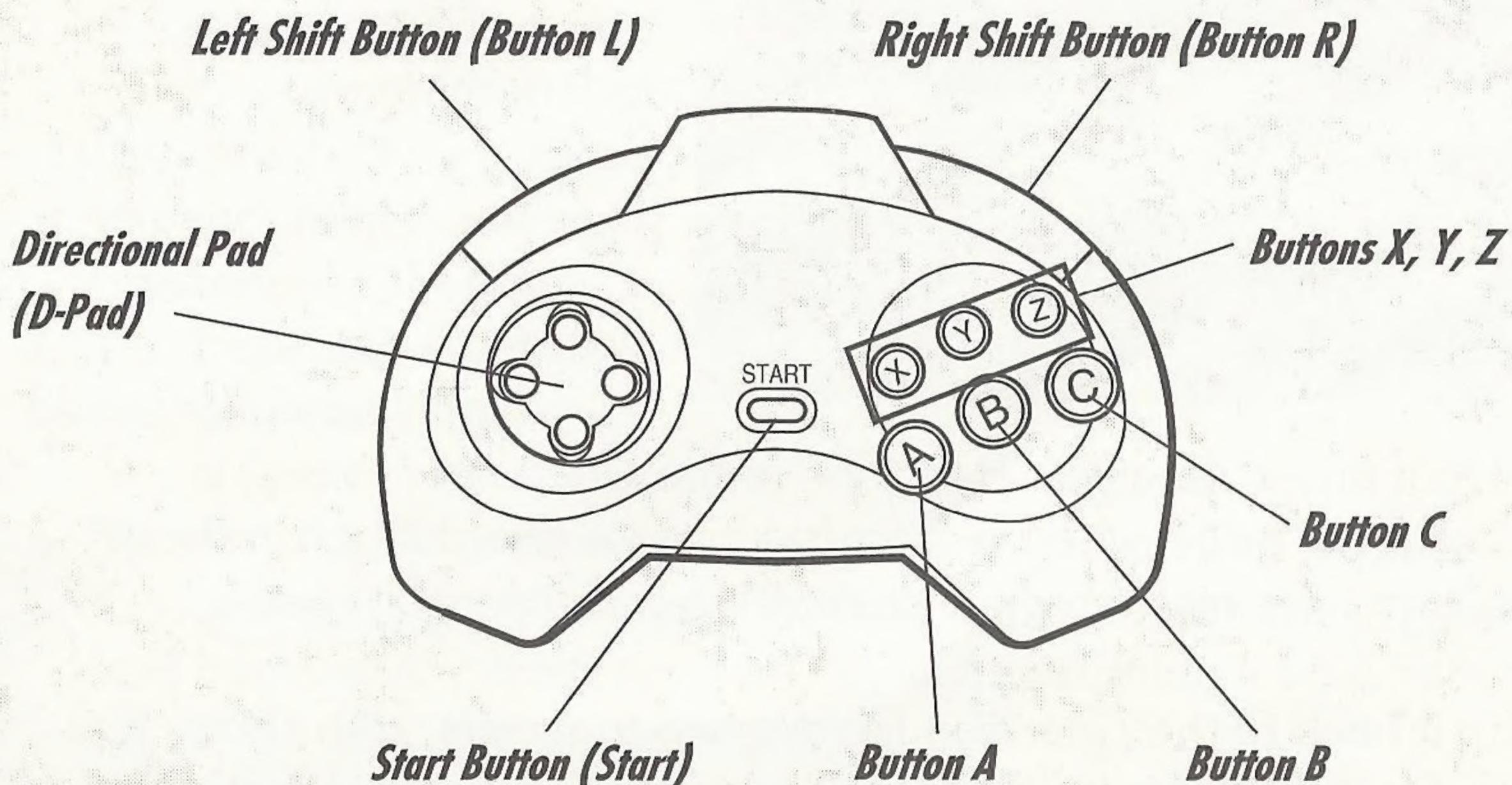
Kanon must have the sword at any cost, and the Heroes want to know why. The answer to that question will take the team in a quest across the land, through battle after thrilling battle. Every decision counts in this sword and sorcery fantasy. Make the right ones and bring the *Guardian Heroes* to victory. Make the wrong one, and the sword will fall to the hands of darkness.



Pick a character to challenge Kanon's evil scheme. Or enter the **VERSUS MODE**, where up to six players can battle against each other to find out who the real Hero is!

TAKE CONTROL!

CONTROL PAD



PRE-GAME FUNCTIONS

Directional Pad (D-Pad): Moves highlighter, scrolls through on-screen explanations

Start Button (Start): Selects Mode, selects various settings

Button A: Selects settings

Button B: Cancels selections

Button C: Selects settings

Note: Buttons X, Y and Z and the Left and Right Shift Buttons have no pregame functions.

GAME FUNCTIONS

Directional Pad (D-Pad): Moves the character forward and backward on the screen, also for crouching and jumping

Left Shift Button (Button L): Jumps the character one level toward the far side of the battle area.

Right Shift Button (Button R): Jumps the character one level toward the near side of the battle area.

Start Button (Start): Pauses game; resumes play when paused

Button A: Defends the character against attack. Commands auxiliary character to attack (see page XX)

Button B: Performs normal strength attack

Button C: Performs powerful attack. Forwards through messages.

Button X: Sets Undead Warrior action (see page XX)

Button Y: Jumps one level toward the far side of the battlefield. When the character reaches the far side, pressing again makes the character jump to the near side of the battlefield.

Button Z: Performs magical attacks.

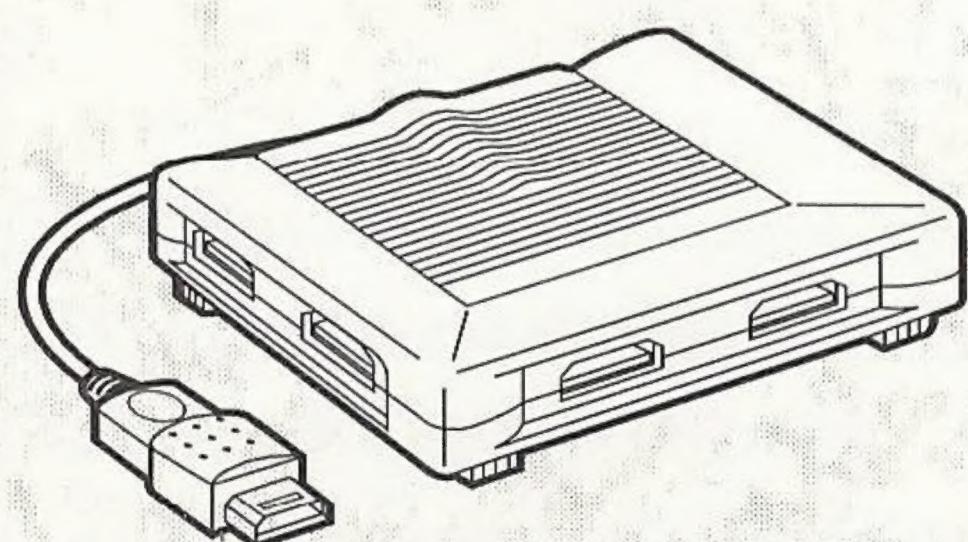
Notes

- The settings listed above are the default button settings. To customize button functions, see page 7.
- See page 15, Here Are The Heroes, for an explanation of each character's Special Attacks.

FOR ONE OR TWO PLAYER GAMES

Control Pad One makes game decisions. Control Pad Two only controls the character movements for player two.

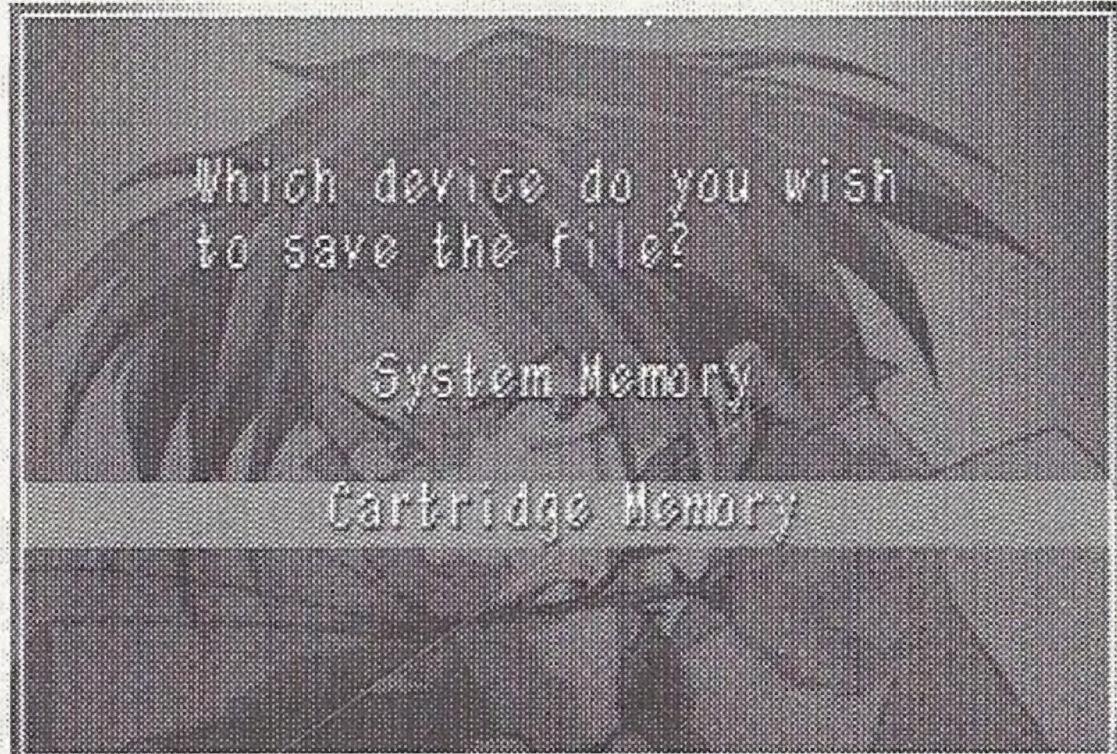
FOR 3+ PLAYER GAMES



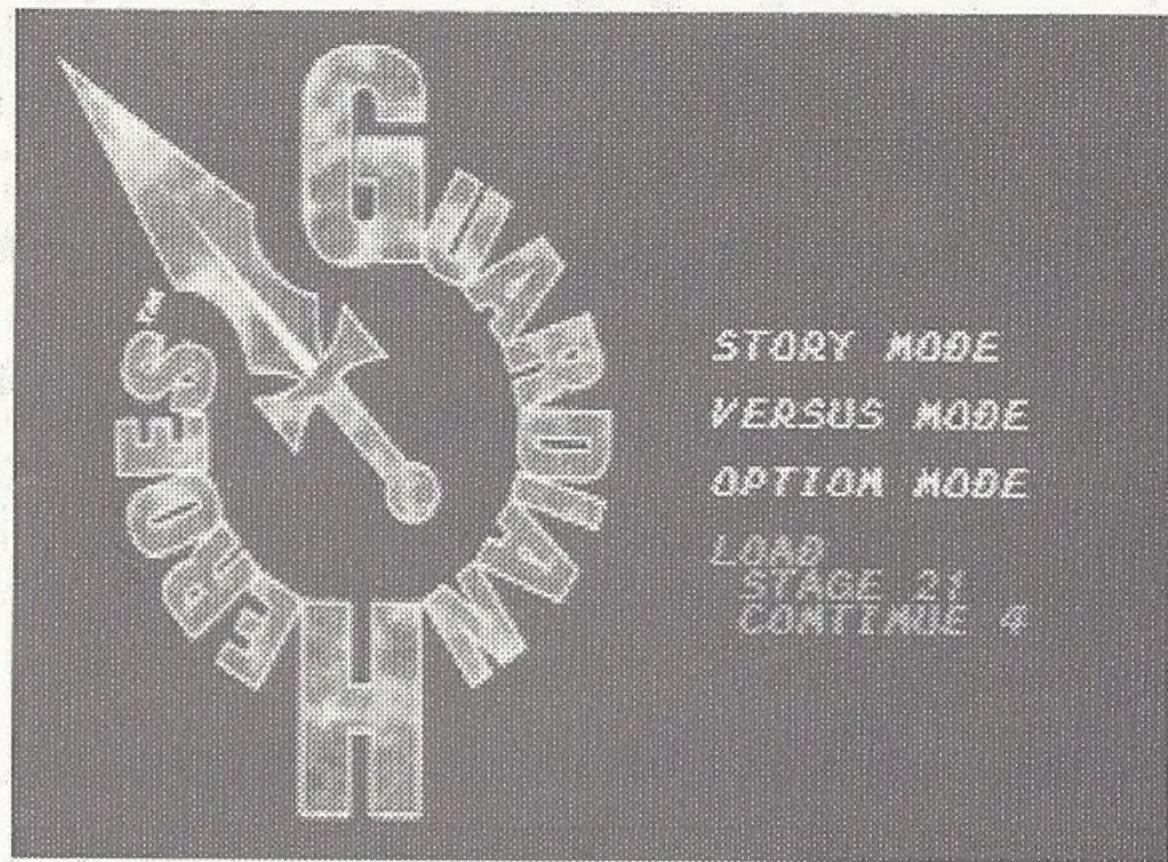
With the 6Player AdaptorTM (sold separately), up to six people can play in the **VERSUS MODE**. Attach the 6Player Adaptor to Control Port 2 on the Sega Saturn, then attach Control Pads (sold separately) to the 6Player Adaptor. Make

sure to plug the Control Pads to the appropriate terminals on the 6Player Adaptor (starting with 1P). See page 10 for more details on making pregame decisions in games with three or more players.

STARTING THE ADVENTURE



If you're using a backup RAM Cartridge, decide where to store adventure data—in the internal hard RAM or in the cartridge memory. Use the D-Pad to move the highlighter to an option and press Button A or C to select.



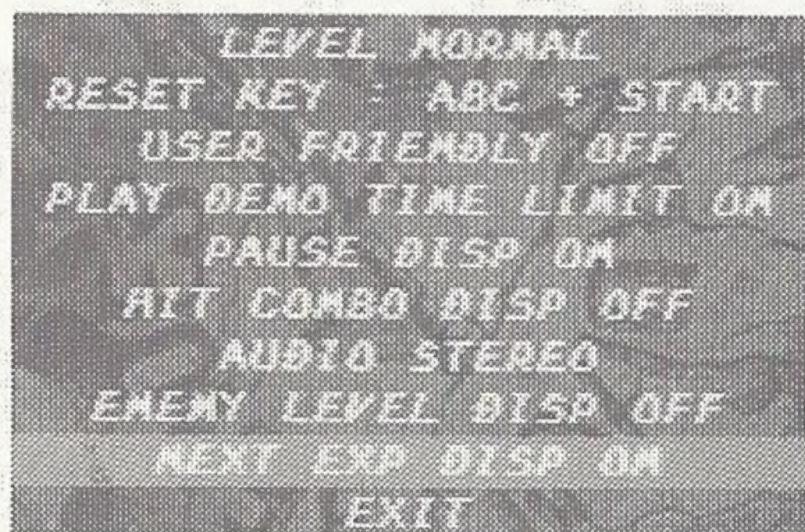
The story introduction begins. Press Start to forward to the Title screen. If you don't select an option, a demo starts after a few moments. Press Start at any time to return to the Title screen. In the Title screen, choose from **STORY MODE**, where you take a character (or two in two-player games)

through the Guardian Heroes adventure; **VERSUS MODE** where one to six players can battle each other; **OPTION MODE** where you can see Adventure data and change game parameters; and **LOAD** if you want to continue a saved game.

OPTION MODE

In the Option Mode, you can take a look at game data, listen to the game's BGM and sound effects, and set button functions and other game parameters.

DIP SWITCH



In this option, you set various screen messages to display or not display, set the difficulty level and other game options. Highlight an option and press the D-Pad left or right to change the setting. To exit the screen, press Start or highlight **EXIT** and press Button A or C.

Level: Change the game's difficulty level. You have a choice of **EASY**, **NORMAL** or **HARD**. In the **EASY** level you have 99 Continues, in the **NORMAL** level you have 9 Continues, and in the **HARD** level you have only 3 Continues. The opponents are tougher to beat in the **NORMAL** and **HARD** levels, but you'll see some things you won't see in the **EASY** level.... Are you Heroic enough to take on the challenge?

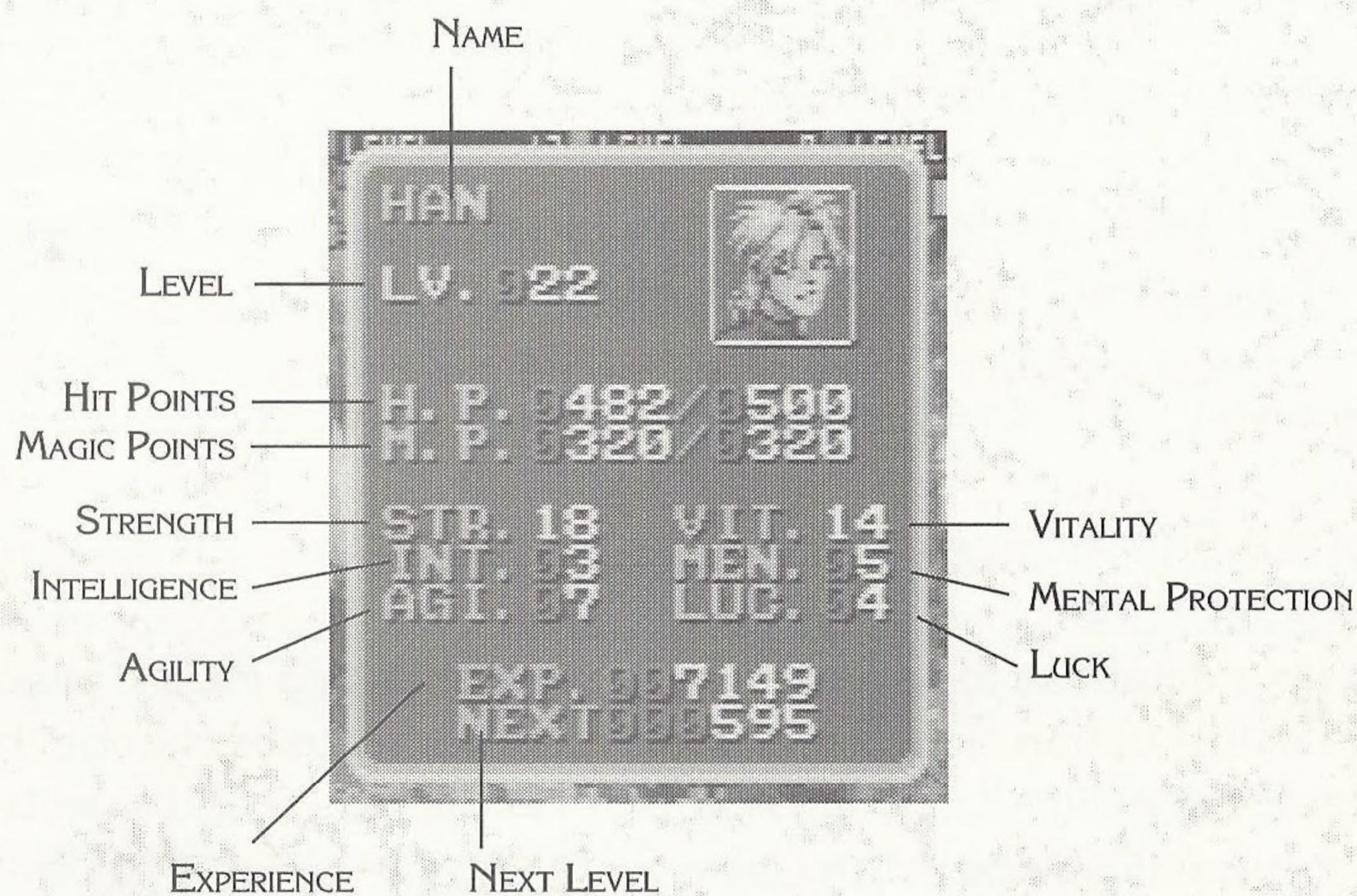
Reset Key: Change the buttons used to reset the game (used to exit to the game intro). You have four choices.

User Friendly: Turn this **ON** to make life easier for yourself, **OFF** to keep you on your toes.

Play Demo Time Limit: Take a break from the game by selecting **OFF** and watch the game demonstration. Select **ON** to limit the amount of time the demo is displayed.

Pause Display: Select **ON** to show your character's Stats window when the game is paused, or **OFF** to leave the pause screen clear.

Stats Window



Hit Combo Display: Select **ON** to display the number of hits a counter the opponent takes; **OFF** displays no numbers.

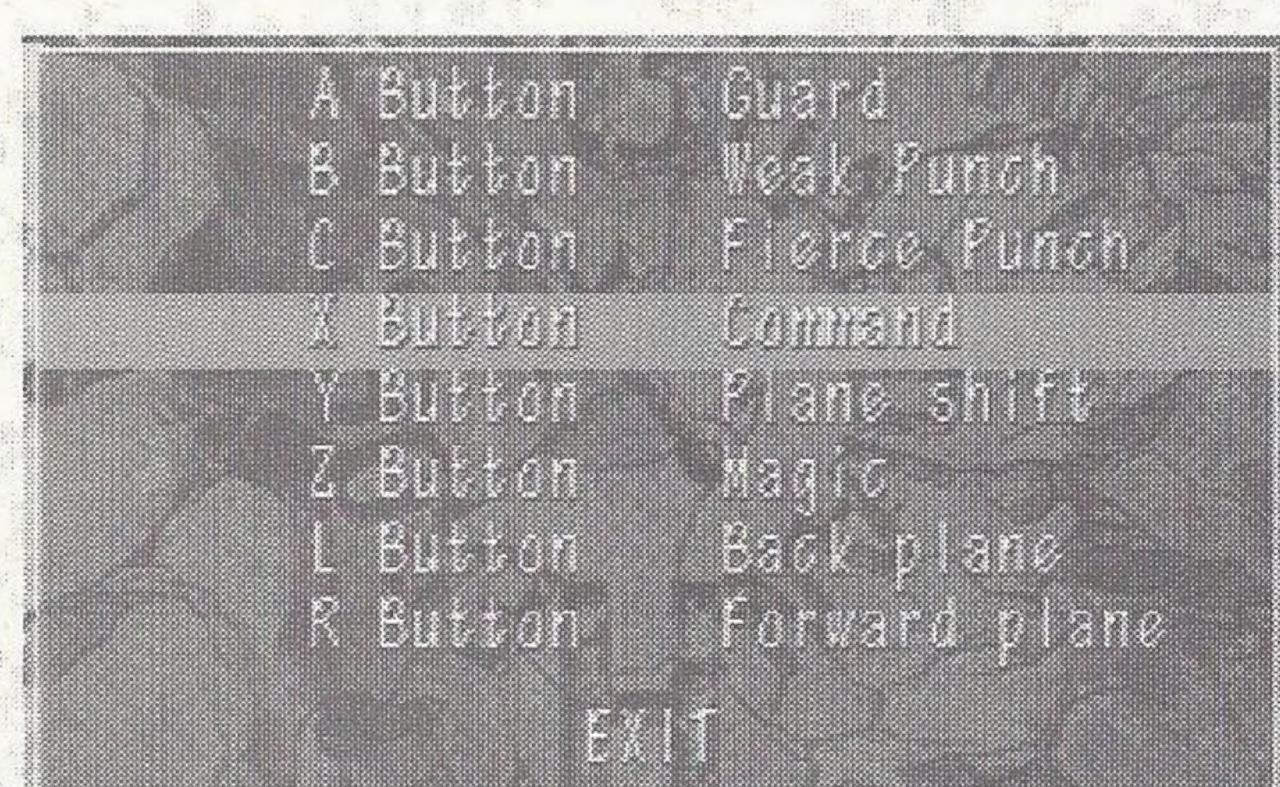
Audio: Listen to the game in **MONO** or **STEREO** sound.

Enemy Level Display: Select **ON** to see what you're up against, or **OFF** to keep your opponent's strength a big surprise!

Next Exp Display: **ON** displays the number of experience points remaining before you reach the next level, and **OFF** leaves the screen clear.

Exit: Returns you to the Option Mode screen.

KEY CONFIG



In the **KEY CONFIG** option, you set the game's button functions. Highlight a button on screen and press the D-Pad left or right to change the button's function. To exit the screen, press Start or highlight **EXIT** and press Button A or C.

Button Options

- Defend against an attack
- Normal Attack
- Powerful Attack
- Command (to control Undead Warrior - see page 19)
- Change level in battlefield area
- Magic
- Move back one level in battlefield area
- Move forward one level in battlefield area

When you're done setting the buttons, select Exit.

PLAYER SETTINGS

Set up a database to save you and your friends' **VS MODE** victory data in this option. The player who wants to create or change the database highlights the **PLAYER SETTINGS** option and selects it with Button A or C. Once in the Player Settings screen, press Button A or C to see the options.

1P	BLR	4P	None
2P	None	5P	None
3P	None	6P	None
TOT	None	None	None
ZOM	None	None	None
BLR	None	None	None
None	None	None	None
End	Edit	Delete	Select

In the Player Settings screen you have four options: **END**, **ADD**, **DELETE** and **SELECT**. If you want to add new data, highlight an empty space and press Button A or C, then highlight **ADD** with the D-Pad and press Button C. A box appears around the first letter space (you can create a name of up to three letters). Press the

D-Pad up or down to cycle through the letters, and when the correct letter is displayed, press the D-Pad right to highlight the next letter in the name. When you're finished entering a name, press Start or press Button C, highlight **END** and press Button C again to exit the screen.

To assign a name to a Control Pad, enter the Data screen using the Control Pad you'll assign the data to, press **SELECT**, and highlight the name with the D-Pad. Press Start to exit the screen. Any **VS MODE** Battle scores made with that Control Pad are now added to the name's database (see page 12 on how to access the scores in the database).

Select the **DELETE** command to get rid of data you no longer need. Highlight **DELETE** with the Control Pad and press Button A or C. A confirmation window appears. If you're sure, Highlight **YES** and press Button A or C. If you change your mind, press Button B or highlight **NO** and press Button A or C. Select **END** when you're finished inserting or deleting data and press Button A or C to exit the screen.

EXPLANATIONS

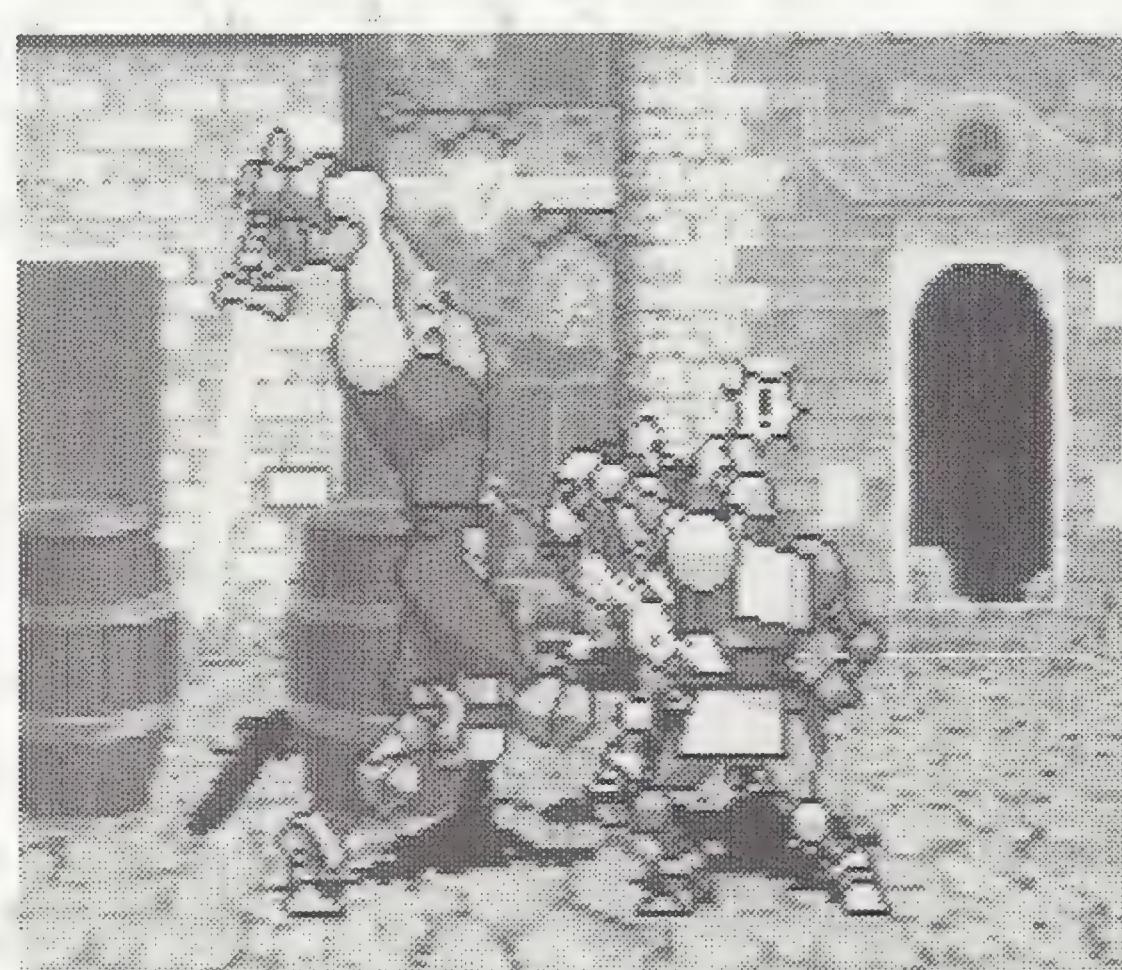
Select this to access the following options: **GAME EXPLANATION**, to see an on-screen explanation of Control Pad functions, or **CHARACTER MOVES**, which details all characters' attacks. Highlight either option and press Button A or C to open the screen.

To cycle though the game explanations in **GAME EXPLANATION** option, press the D-Pad up or down. To exit the screen, press Button B or Start.



In the **CHARACTER MOVES** option, highlight any character and press Button A or C to view that character's attacks. If the character has too many attacks to fit on the screen, press the D-Pad up or down to scroll through the explanations. To exit the screen, press Button B or Start.

Note: Only characters you've already met in the game are shown on the screen.



VERSUS MODE

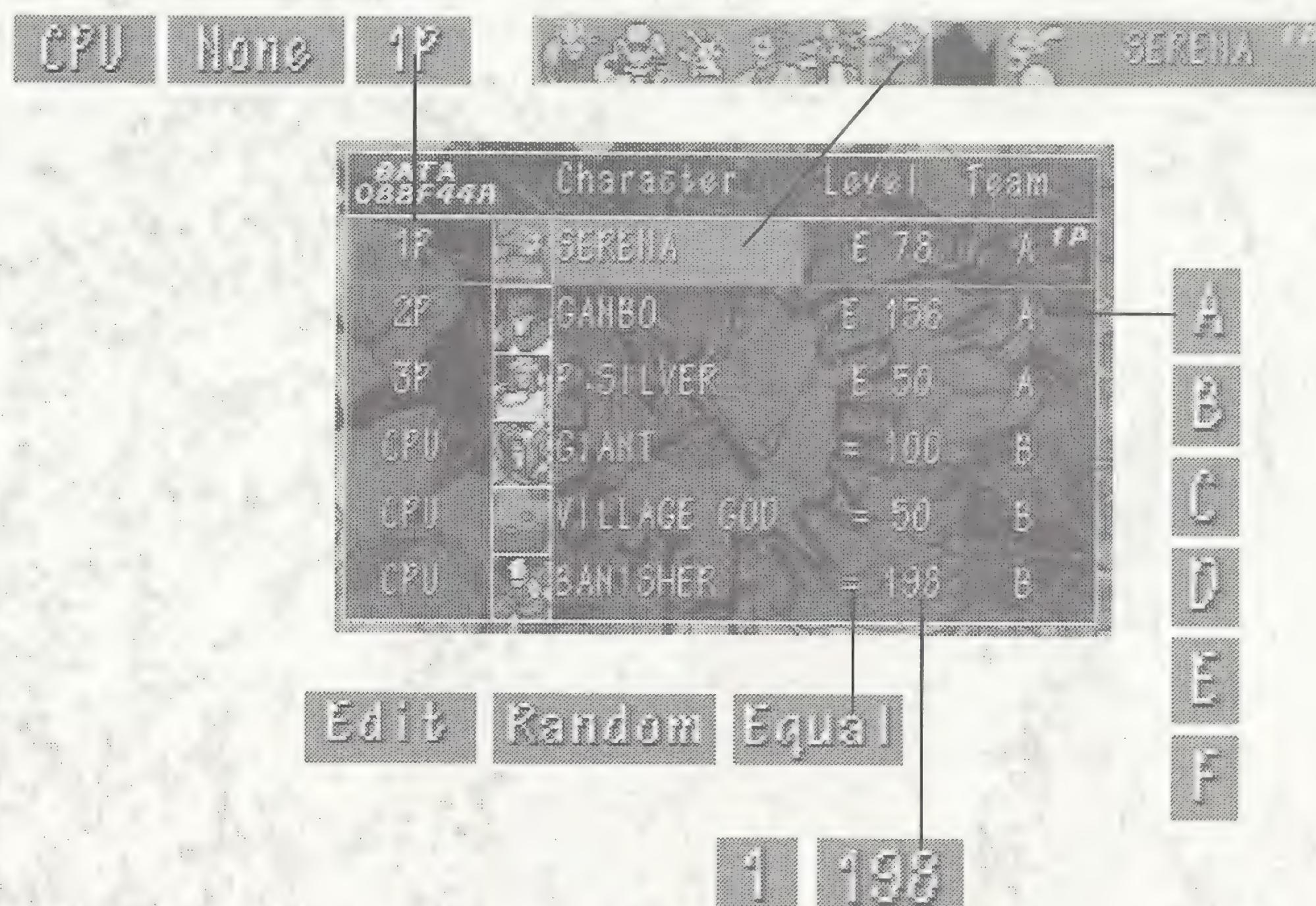
In this mode, it's survival of the fittest! Up to six challengers meet in a human (and inhuman) demolition derby. The winner is the one left standing when the dust clears. To battle with more than two players you need a 6Player Adaptor and one Control Pad for each player (all sold separately).

VERSUS MODE BATTLES

You have two battle choices available in the **VERSUS MODE**. In the **TIMED** battle option, the winner is the person or team which has the most Hit Points remaining after the time period expires. Or try for the endurance record in the **UNLIMITED TIME** battle. The set-up for both battle types is as follows:

Highlight your choice with any Control Pad and press Button A or C to open the Character Select screen. You can select any character you've encountered in the Story mode, including the enemies.

Whichever player presses Start and accesses the Time Battle screen, makes the settings in the Challengers screen. (A yellow indicator appears at the right side of the screen to tell you which Control Pad is active). Highlight the setting you want to change and press Button A or C. Then change the setting by pressing the D-Pad up, down, left or right. Options are displayed below:



Note: Characters, Skill Points, Level, and Team assignment can all be set to Random. Select the ? mark for random assignment.

Player: Select who controls the character. In one-player battles, your choices are 1P (Player controlled) or CPU (Computer controlled). If two players are competing, the choices are 1P, 2P and CPU. If you have a 6Player adaptor, up to six opponents can face off in a match.

Character Icon and Name: Press Button A or C to access the character choices, then press the D-Pad up or down to cycle through the character lists and left or right to highlight a particular character. Press different buttons to select characters with various color palettes.

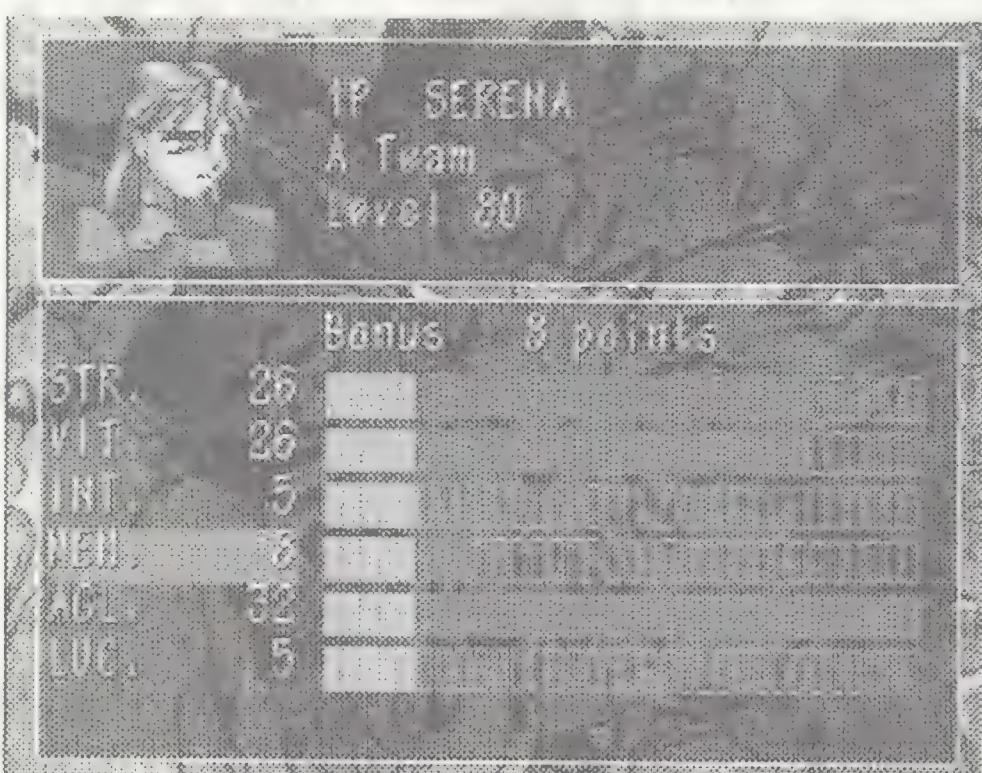
Stats Type: This option determines how Skill Points are assigned to the battlers. Skill points can be assigned to one or more of the six Skill areas (see Skill Assignment below). Choose from **EDIT**, where you add Skill Points to the character yourself, **EQUAL** to have the computer assign Skill Points automatically, or **RANDOM** to let the computer randomly choose **EQUAL** or **EDIT**.

Experience Level: Choose the Character's level of experience.

Team Grouping: Add a little more excitement to the battle by selecting characters to battle as a team or teams. In Team play, the winners are the team with the least amount of damage (in the 1 Minute battle) or the last member left standing (in the Unlimited Time battle). Assign characters to one of six teams, A through F.

Once you're satisfied with the settings, press Start, and a confirmation window appears. Select **YES** if you're ready to go on to the next screen, or **NO** if you want to change the settings.

Skill Assignment



If you've chosen **EDIT** or **RANDOM** in the Stats Type option, the next screen is the Skill Assignment screen. The character, Control Pad number, Team and Level are displayed at the top of the screen. You can assign the Skill Points to the following areas:

Strength: Damage you can inflict on the opponent

Vitality: Damage you can take from an opponent's attacks

Intelligence: How well you can use magic

Mental Protection: Protection against magical attacks.

Agility: How fast your character moves

Luck: Improves your chances of being missed by attacks or making an attack successfully.

The total number of points you have to work with are displayed above the Skill areas chart. Highlight any Skill by pressing the D-Pad up or down, and press the D-Pad right to add Skill Points to that area. The points appear in red. If you want to reassign points, highlight the skill and press the D-Pad left to take the points away.

If you've chosen **EQUAL**, the characters' Skill Points are automatically assigned by the computer.

The competition begins on a field picked at random by the computer. At the top of the screen, the competitors' icons are displayed, along with each character's level, and any remaining Hit Points and Magic Points. Player-controlled characters start out with a marker next to them, showing which character is being controlled by which player.

BATTLE SCORES

Don't forget to check out the stats for the players and characters in the Battle Scores section! The Battle Scores database saves all records for the **VERSUS MODE** battles that have taken place.

Character Scores

Character	Win	Match	Rate(%)
GUJIROU	21	26	84
MONOLE	10	12	83
GARGOYLE	5	9	55
GANBO	5	21	25
ZUR	2	9	22
VILLAGE GOD	3	7	17
MACHO	1	6	16
MAGICKAN	1	4	7

Take a look at the list of characters which have battled in the **VERSUS MODE**. The first column shows the number of battles won; the second column shows the number of battles that character has participated in; the third shows the win percentage. Scroll through the scores by pressing the D-Pad up or down.

Player Scores

Player	Win	Match	Rate(%)
TOT	39	41	95
ZOH	5	6	83
BLR	4	5	80

Less than 5 matches deserve 0%.

This shows the current score for all players. The first column shows the number of battles won; the second column shows the number of battles that character has participated in; the third shows the win percentage.

Reset Character Score

To reset the scores, press Button A or C, and a confirmation window appears. If you want to reset the scores, highlight **YES** and press Button A or C. If you reconsider, highlight **NO** and press Button A or C. Exit the screen by pressing Start or by highlighting **EXIT** and pressing Button A or C.

Reset Player Scores

Resetting is done as in the Reset Character Score option: Press Button A or C, and a confirmation window appears. If you want to reset the scores, highlight **YES** and press Button A or C; and, if you reconsider, highlight **NO** and press Button A or C. Exit the screen by pressing Start or by highlighting **EXIT** and pressing Button A or C.

The **KEY CONFIG**, **PLAYER SETTINGS** and **EXPLANATIONS** options are as in the **OPTION MODE** (see pages 7-9).

STORY MODE



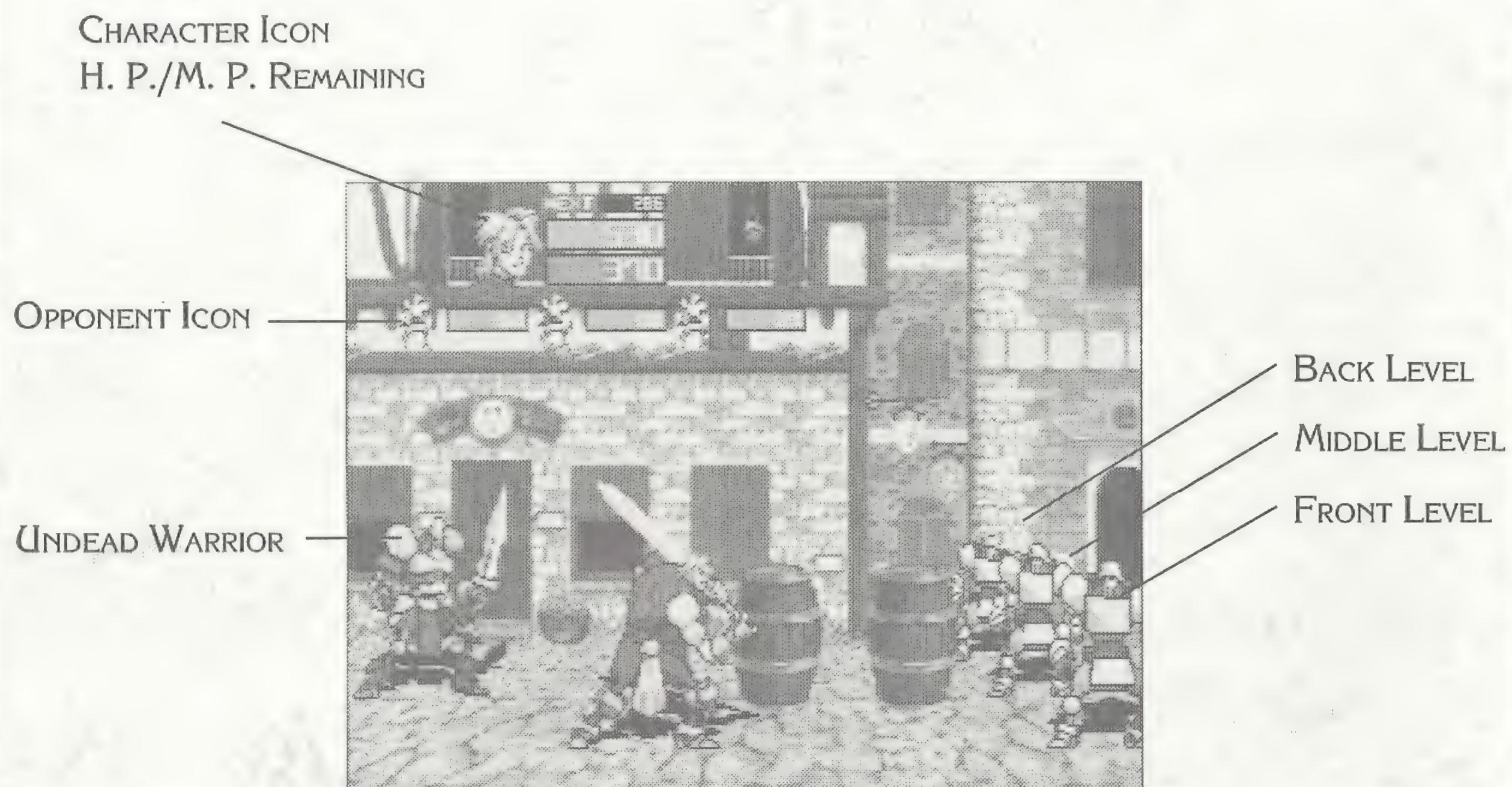
In the **STORY MODE**, you start out by picking a character (in two-player games, Player Two chooses a character as well). Cycle through the Guardian Heroes team until the character you want to use is displayed, and press Start to select the character. Note that two players cannot use the same character.

The story begins at the Guardian Heroes headquarters, with Han showing off his new sword. To forward through the conversations, press Button C. In comes Serena!

As the game progresses, you are confronted with various opponents which you have to defeat in order to move closer to your goal. You must also make decisions on where to go and what to do. Think before you answer questions, because they affect the rest of your adventure. Select an answer or direction by highlighting it with the D-Pad and pressing Button A or C.

ON THE BATTLEFIELD

As in the **VERSUS MODE**, all battlers' Icons appear at the top of the screen. The green bar shows the number of Hit Points remaining, and the blue bar shows the number of Magic Points remaining.



FIGHT: WIN OR LOSE

As you make your way through the enemy forces, seeking your goal, you gain Level Ups. Each Level Up allots you one Skill Point per level, which you assign to various Skills (see page 11 for more details). The more opponents you defeat, the more Level Ups you receive and the more powerful you become, so don't shirk your share of the fighting!

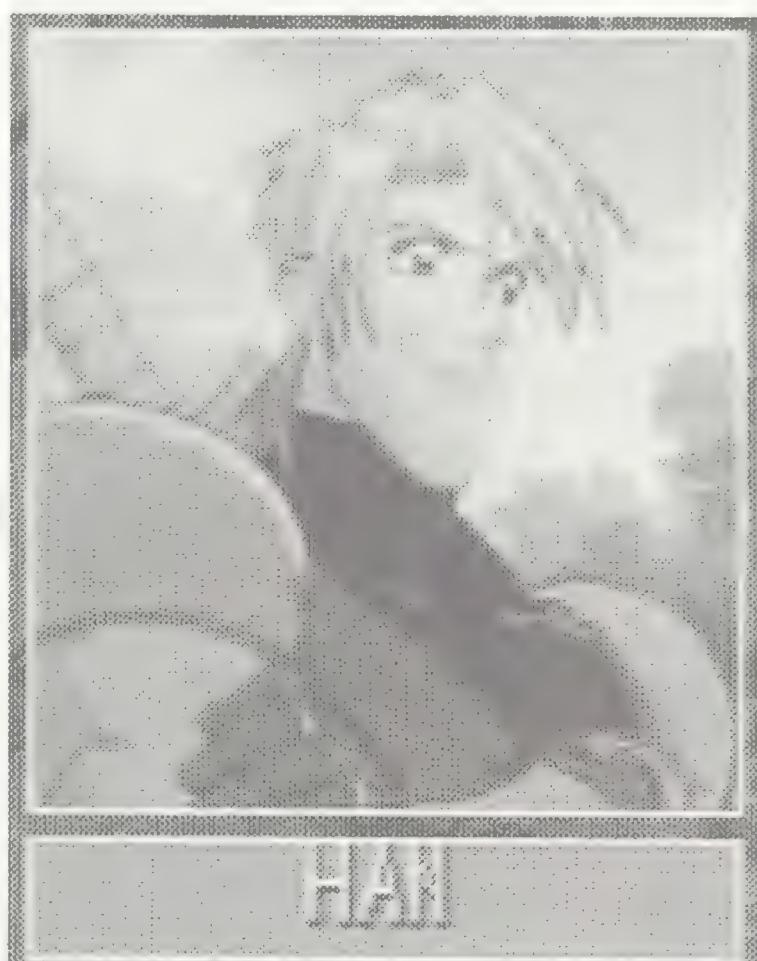


If you lose all your Hit Points but have Continues remaining, the Continue screen appears. You have three choices: to **CONTINUE** the game from where you were defeated, to **TRY AGAIN** from the beginning (in which case you receive all the Skill Points you've earned so far) or to **GIVE UP**, in which case Game Over appears, followed by the opening introductions.

HERE ARE THE HEROES!

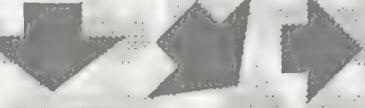
Here's an introduction to the *Guardian Heroes* team and their allies. All the moves are shown as if performing the attack to the right. When attacking from the left, mirror the controls shown.

SAMUEL HAN



Originally a member of the Royal Knights Blue Team, he decided to head out into the world and become a wandering adventurer. He carries one of the most powerful swords ever forged, a legend in and of itself.

Special Techniques

Han Dynamite:  + B or C

Han Special: B

Han Final: 

Han Maximum (mid-air):  B or C

Han Miracle (mid-air): B (press and hold)

Han Hyper/Han Victory: C

Magic

Han Burnings:  + Z



Randy has been studying sorcery for many years. While taking a break from his studies, he met Han and the other Guardian Heroes. He decided that the best way to hone his skills was by travelling with the other heroes. His companion and fellow sorcerer is Nando. Randy is a shy fellow, but hopes to overcome this by adventuring with the Guardian Heroes.

Special Techniques

Dancing Wind Staff:  + B or C

Wall of Wind Staff:  + B

Hellstaff Combination: B (repeatedly)

Triple Skull Stomp (mid-air):  + B or C

Magic

E-Max: B + C

Super Magic Fireball:  + Z

Super Magic Firewall:  + Z

Super Magic Thunderbolt:  + Z

Super Magic Ice World:  + Z

Super Magic Tornado:  + Z

Super Magic Fire Blaster:  + Z

GINJIRO IBUSHI



Ginjiro is a ninja, travelling in search of the legendary sword "Muramasa" which is supposed to be so powerful that it has acquired a soul. Because of his desire to see this legendary sword, Ginjiro has decided to join the Guardian Heroes team.

Special Techniques

Reverse Mirage Sword:  + B or C

Vacuum Human Top:  + B or C

Shadowless Dash: 

Mirage Sky Dance:  + B or C

Mirage Spin Surprise Attack (mid-air):  + B or C

Shadowless Kick (mid-air):  + B

Reverse Thunder Kick (mid-air):  + C

Magic

Firespell:  + Z

Thunder Palm:  + Z

Thunderspell:  + Z

Thunder Transformation:  + Z

NICOLE NEALE



Nicole is a mischievous but devout cleric. She has gone with the rest of the Guardian Heroes believing that it would be an interesting change of pace. She herself is an optimist and tries to see only the good in people. But it's best not to make her too angry, as she is also capable of casting some very powerful spells. Perhaps she's just tricking everyone into thinking she's a nice girl. Perhaps not — she's full of secrets...

Special Techniques

That Hurts!  + C

Holy Turn:  + B or C

I'm Mad Now: B and C

Smiley Staff: C repeatedly

Midair Smiley Staff: C repeatedly

Rocket Jump:  + B or C

Magic

Fire:  + Z

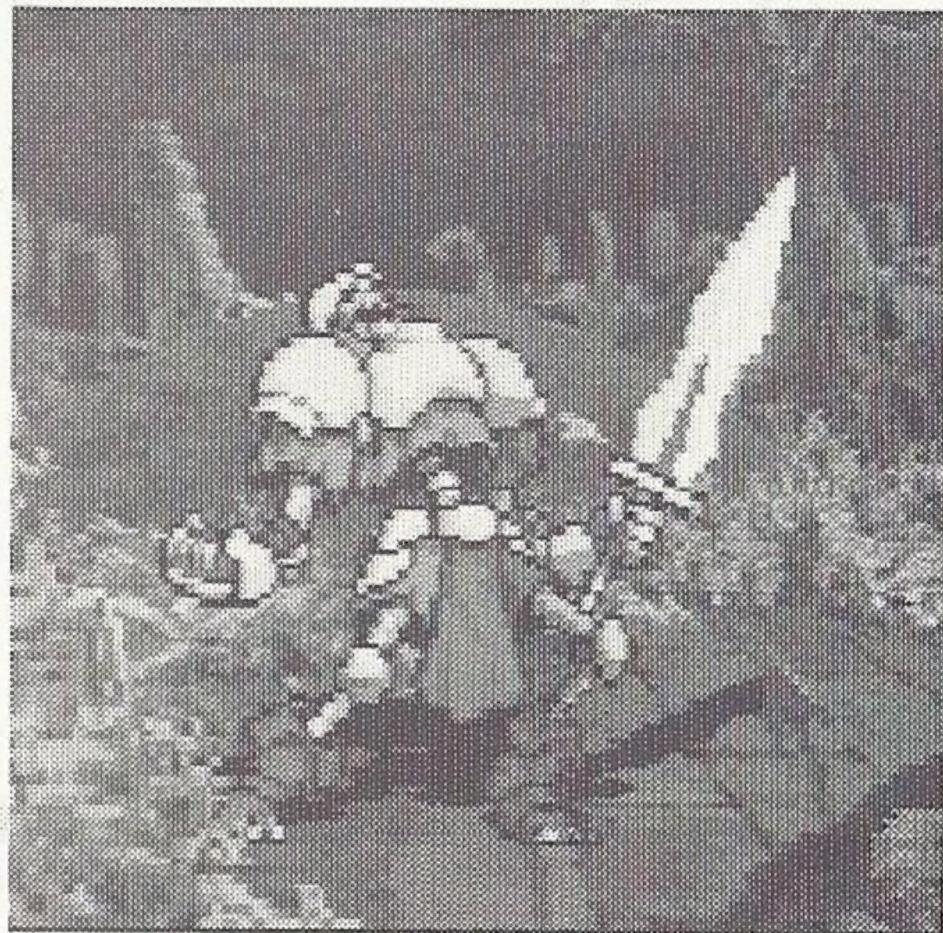
Barrier:  + Z

Healing:  + Z

Smiley:  + Z

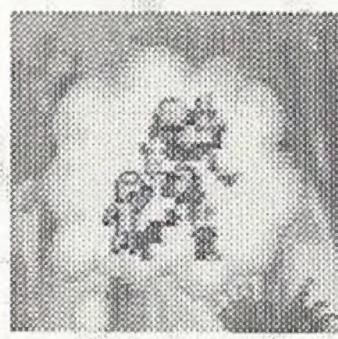
SPECIAL CHARACTERS

UNDEAD WARRIOR

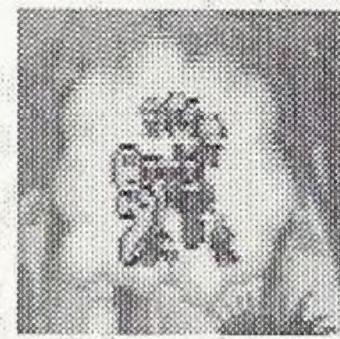


This mysterious knight was brought back from the grave by a power far greater than life itself. Now on the side of the Guardian Heroes, the Undead Warrior follows the Heroes commands. Controlling the Undead Warrior is done as follows:

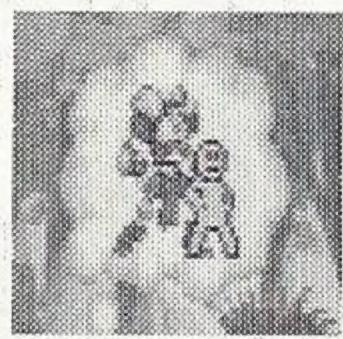
Press Button X to call up the Commands window. Cycle through the choices by pressing the D-Pad left or right.



Attack



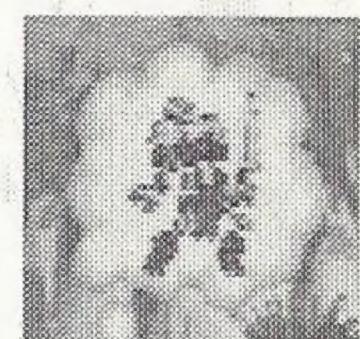
Defend



Follow



Hold



Berserk

SERENA CORSAIRE



Commander of the Royal Knights Red Team, Serena has decided to side with the Guardian Heroes. She seems to know about the sword Han has found, but has yet to reveal her information to the heroes. Who is she really, and why is she helping the Guardian Heroes?

BATTLE TIPS

- First of all, you can't win unless you survive. Make sure you use the Defend technique (Button A is the default Defend command) whenever you're not attacking. Your chances are greatly improved if you defend yourself.
- Many opponents attack using magic or speed techniques. Use the level jump technique to avoid being hit by these types of techniques.
- Use the mid-air recovery technique whenever an opponent throws you. While in mid air, press Button A or C to land on your feet, otherwise your opponent can continue the attack until you are defeated.
- When you're hit by a powerful spell or attack, you are temporarily dazed. When this happens, press Button A repeatedly, or press the D-Pad in a circle until the character comes to his or her senses.
- Magic is a powerful tool, but your characters only have a certain number of Magic Points. Don't rely on your Magic exclusively, or you may find yourself down and out! Another reason to practice your other attacks: Magic Points can be recovered by performing Special Attacks!
- Each Hero starts out with a given amount of ability in each ability area (see page 11), so each character needs to strengthen different abilities to be successful. Watch your character as he or she fights and concentrate on the character's weaknesses when assigning Skill Points.

CREDITS

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Manual: No.6 at The Village

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